

Figure 1 is a perspective view of a handheld device 1. The device consists of a main body 2 and a handle 4. The main body 2 is elongated and tapers towards the handle. It features a central oval opening 3. The handle 4 is attached to the right side of the main body and includes two rectangular buttons or controls.

The diagram illustrates a computer system architecture with the following components and connections:

- Second memory (control program)** (7): A rectangular block at the top left.
- First memory (user memory data, etc.)** (6): A rectangular block at the bottom left.
- Switching mechanism** (10): A dashed circle containing a switch that routes data between the two memory blocks and the CPU.
- Control unit** (12): A rectangular block at the top right, containing a sub-component (11).
- CPU** (8): A rectangular block in the center.
- Interface unit** (9): A small rectangular block between the CPU and the external computer.
- External Computer**: Represented by a large double-headed arrow on the right.

**Data Flow:**

- A line from the **Second memory** passes through a diode symbol (arrow pointing right) and connects to the switching mechanism (10).
- A line from the **First memory** connects to the switching mechanism (10).
- The switching mechanism (10) routes data to the **CPU** (8).
- The **CPU** (8) is connected to the **Control unit** (12) and the **Interface unit** (9).
- The **Interface unit** (9) connects to the **External Computer**.

FIG.03

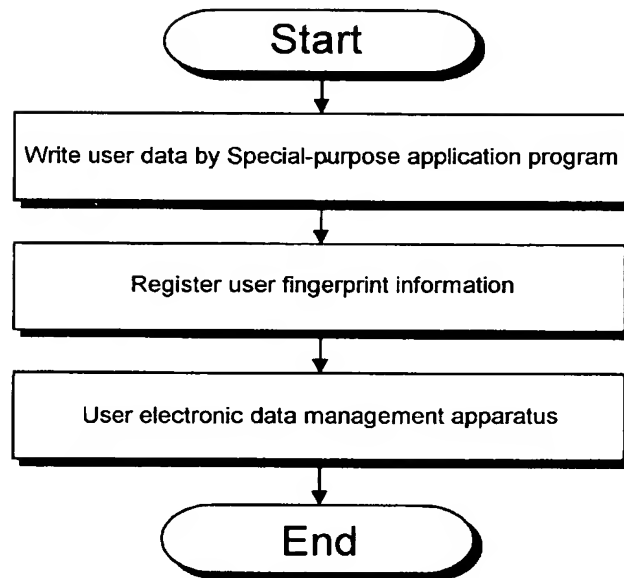


FIG.04

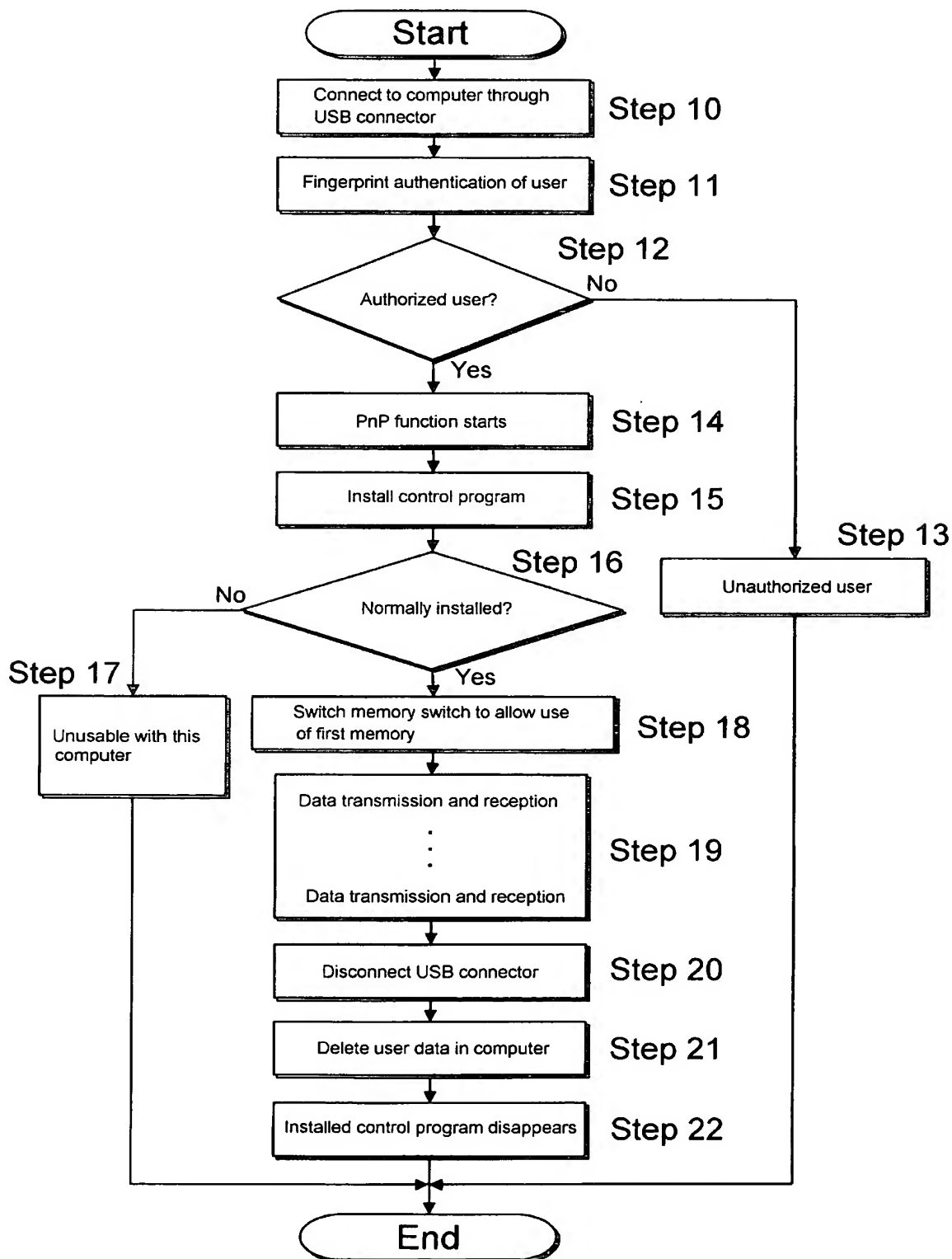


FIG.05

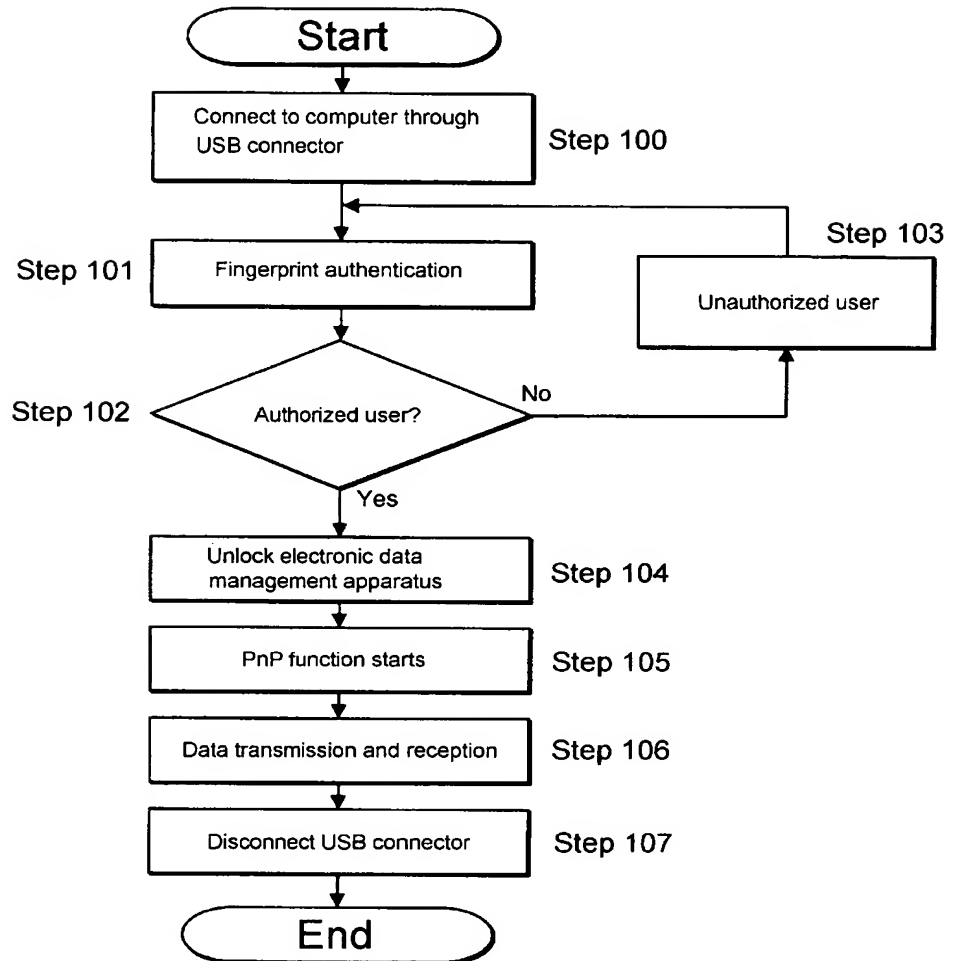


FIG.06

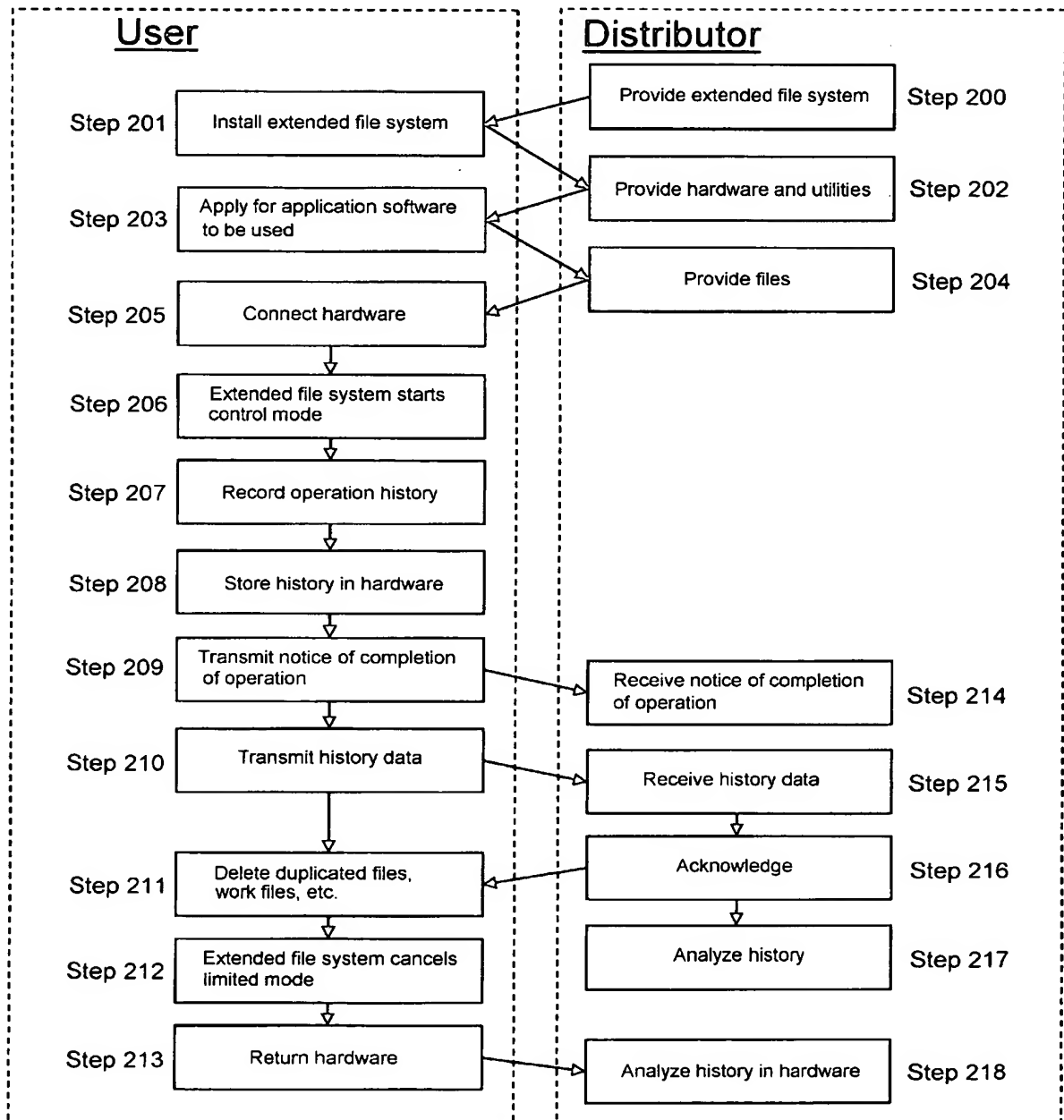


FIG.07

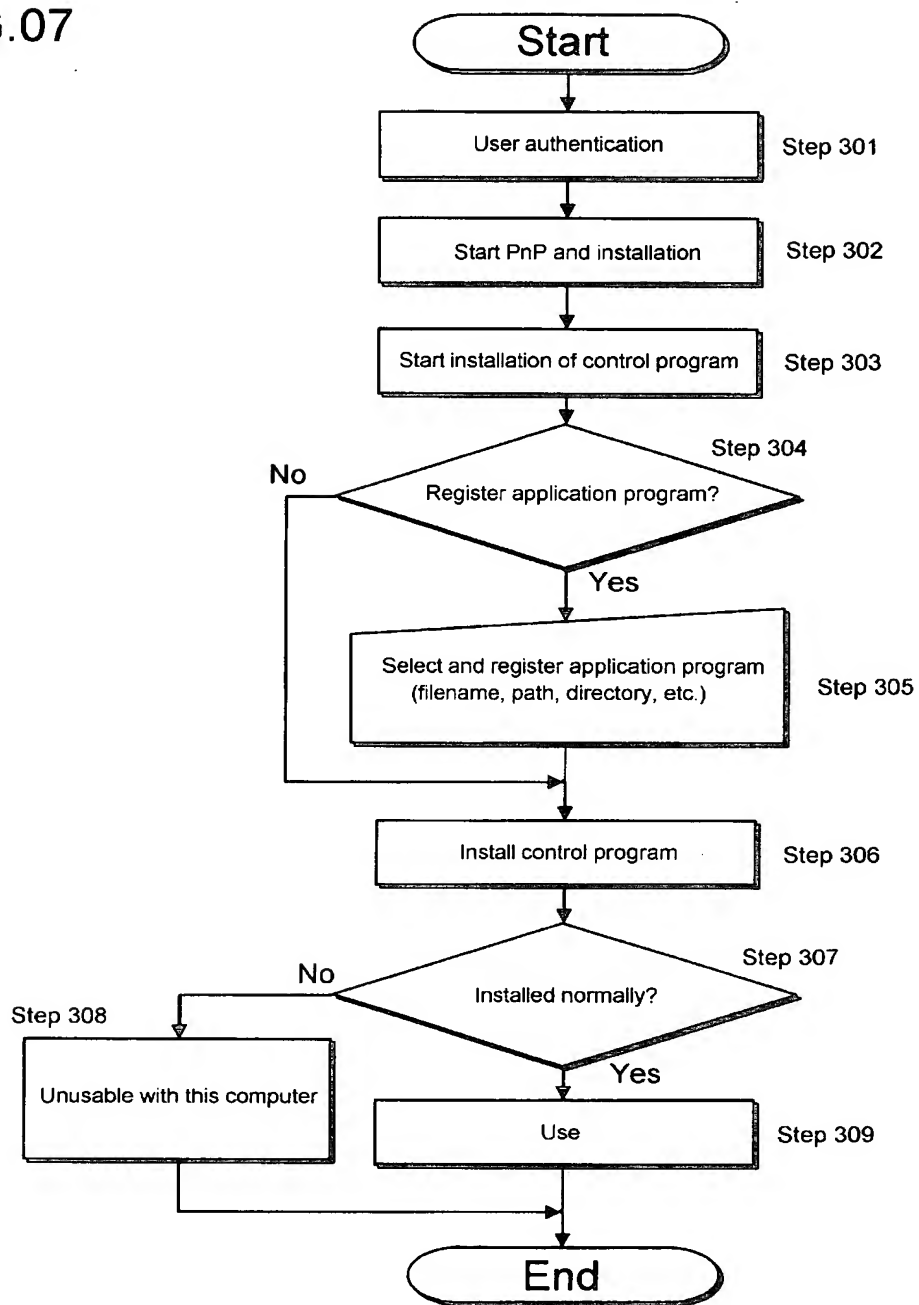


FIG.08

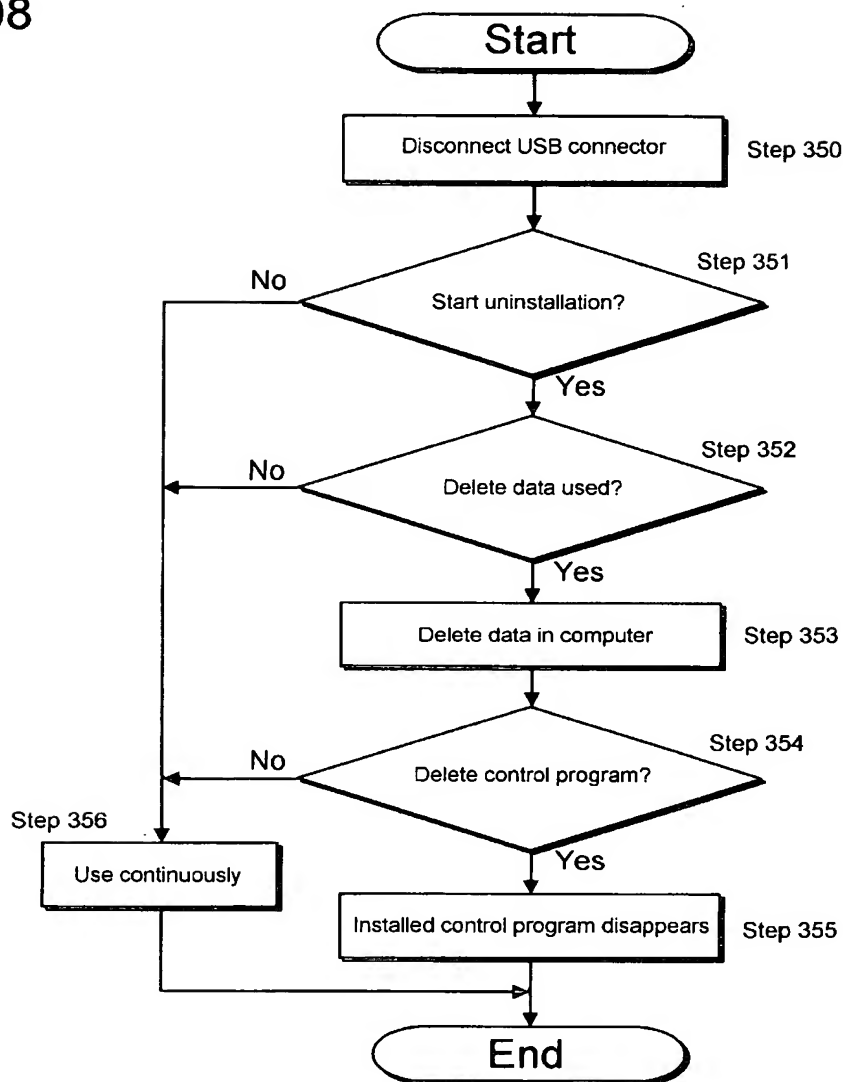


FIG.09

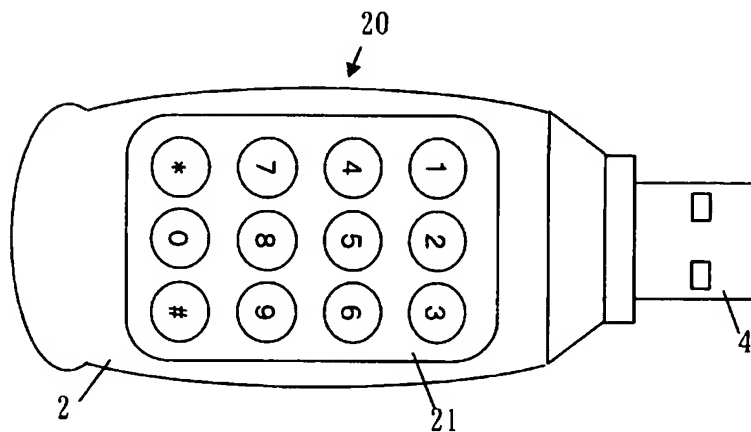


FIG.10

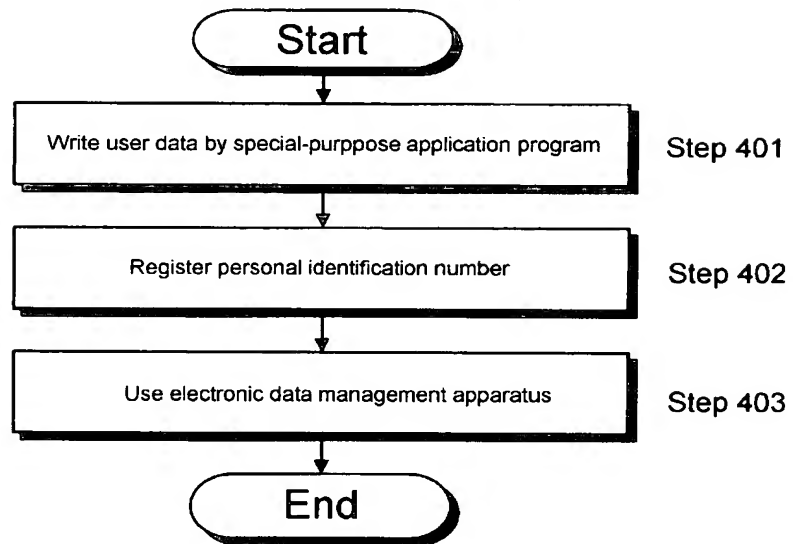


FIG.11

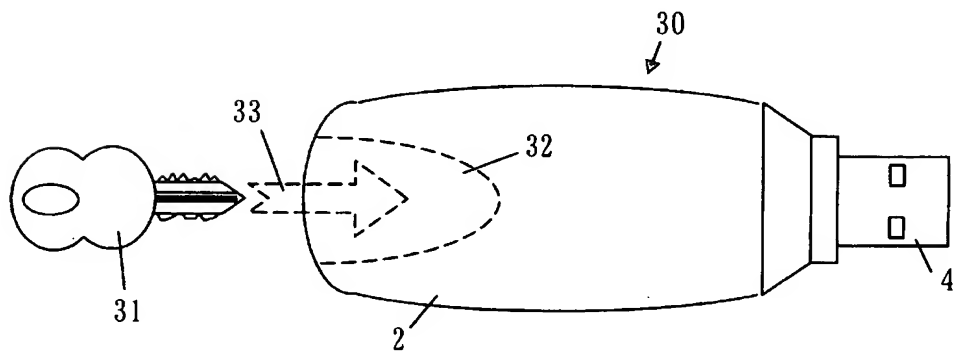




FIG.12

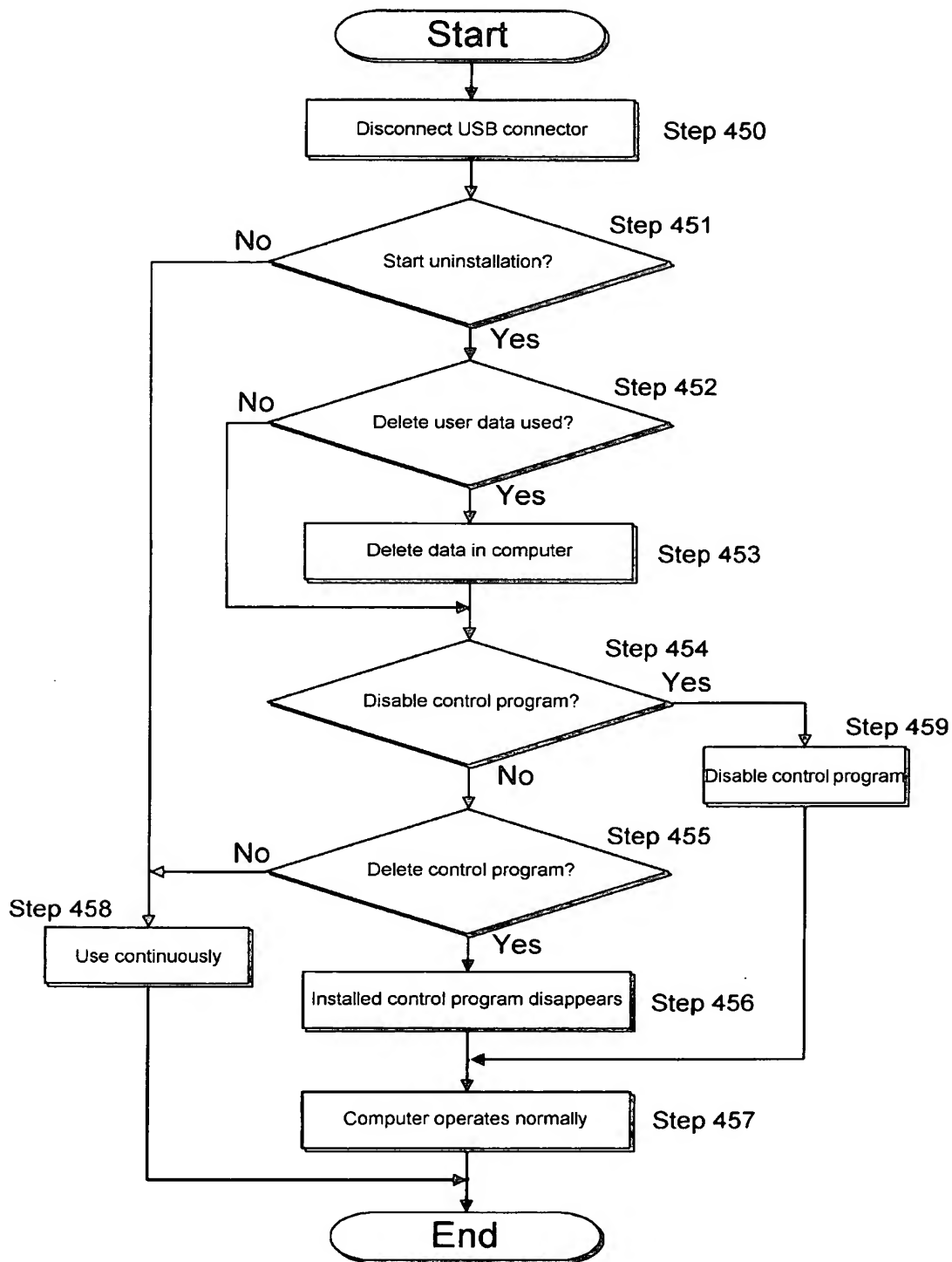


FIG.13

